

IN THE CLAIMS:

Please amend the following claims having the same number as indicated:

Claims 1-38. (Cancelled).

39. (Currently Amended). A method for crediting a player of a gaming machine with bonus points, comprising including the steps of:

establishing a player account for the player, the player account stored in a computer coupled to the gaming machine and having an associated player account number;

providing a database for storing electronic vouchers in a list separate from the player account, each electronic voucher having a first parameter and a second parameter, each electronic voucher being a separate electronic record stored in the list in the database;

assigning a first number of bonus points to a first electronic voucher;

defining the first parameter of the first electronic voucher as being one of cashable and non-cashable and defining the second parameter of the first electronic voucher as being an expiration date of the first electronic voucher;

assigning the first electronic voucher to the player account, by storing the player account number associated with the player's player account in the first electronic voucher;

allowing the player to convert at least a portion of the first number of bonus points to credits ~~and responsively redeeming the first electronic voucher;~~

downloading the converted credits to the gaming machine;

allowing the player to play the gaming machine using the downloaded credits;

creating a second electronic voucher containing the downloaded after the player stops playing the game and assigning the second electronic voucher to the player account by

storing the player account number associated with the player's player account in the second voucher, if the first parameter of the first electronic voucher of was defined as non-cashable, the second electronic voucher having a first parameter and a second parameter, the first parameter of the second electronic voucher being defined as non-cashable and the second parameter of the second electronic voucher being defined as the expiration date associated with the first electronic voucher; and,

dispensing credits to the player after the player stops playing the game, if the first number of bonus points were defined as cashable.

40. (Previously Presented). A method, as set forth in claim 39, wherein the bonus points are incentive points.

41. (Cancelled). A method, as set forth in claim 39, wherein the bonus points are credits.

42. (Cancelled).

43. (Previously Presented). A method, as set forth in claim 39, wherein the step of allowing the player to download the bonus points to the gaming machine includes the steps of:

displaying to the player a list of vouchers; and,

allowing the player to indicate at least one voucher to download.

44. (Previously Presented). A method, as set forth in claim 39, wherein the step of allowing the player to download includes the step of converting the first number of bonus

points to a first number of credits and downloading the first number of credits to the gaming machine.

45. (Previously Presented). A method, as set forth in claim 44, the player account having a plurality of electronic vouchers, wherein the step of downloading the first number of credits to the gaming machine includes the steps of:

displaying to the player a list of electronic vouchers assigned to the player account; and,

allowing the player to indicate at least one electronic voucher to download.

46. (Previously Presented). A method, as set forth in claim 39, the player account having a plurality of electronic vouchers, wherein the step of allowing the player to download methods the steps of:

allowing the player to identify the player to the gaming machine;
displaying to the player a list of electronic vouchers available for download;
allowing the player to indicate at least one electronic voucher to download;
converting bonus points associated with the at least one electronic voucher to credits;
and,
downloading the credits to the gaming machine.

47. (Previously Presented). A method, as set forth in claim 46, wherein the step of identifying the player is performed using at least one of a player tracking identification card and a player tracking identification number.

48. (Cancelled).

49. (Cancelled).

50. (Previously Presented). A method, as set forth in claim 39, the gaming machine having a player tracking device, the method including the steps of:
converting the first number of bonus points to a first number of credits; and,
downloading the first number of credits to the player tracking device.

51. (Previously Presented). A method, as set forth in claim 39, the gaming machine having a credit meter for tracking available credits for play of the gaming machine by the player, wherein the step of allowing the player to download includes the steps of:
converting the first number of bonus points to a first number of credits; and,
downloading the first number of credits to the credit meter.

52. (Previously Presented). A method, as set forth in claim 39, the gaming machine having a credit meter for tracking available credits for play of the gaming machine by the player, the method including the steps of:
designating the first electronic voucher as one of lump-sum and pay for play; and,
converting the first number of bonus points to credits and downloading the credits to the credit meter if the first electronic voucher is designated as lump-sum.

53. (Previously Presented). A method, as set forth in claim 39, the gaming machine having a player tracking device coupled to the computer and a credit meter for tracking available credits for play of the gaming machine by the player, the gaming machine being

capable of accepting a variable wager, the variable wager having a maximum wager value, the method including the steps of:

converting the first number of bonus points associated with the first electronic voucher to a first number of credits;

downloading the first number of credits to the player tracking device;

allowing the player to place a wager;

playing the gaming machine;

decrementing the wager from the credit meter;

decrementing the maximum wager from the player tracking device; and,

crediting the maximum wager to the credit meter.

54. (Previously Presented). A method, as set forth in claim 39, the gaming machine having a player tracking device coupled to the computer and a credit meter for tracking available credits for play of the gaming machine by the player, the gaming machine being capable of accepting a variable wager, the method including the steps of:

converting the first number of bonus points associated with the first electronic voucher to a first number of credits;

downloading the first number of credits to the player tracking device;

allowing the player to place a wager; and,

if a total of the player's wagers is greater or equal to a predetermined value, decrementing the predetermined threshold value from the player tracking device and crediting the predetermined threshold value to the credit meter.

Claims 55-107. (Cancelled).

108. (Currently Amended). A system, comprising:

 a gaming machine for playing by a player;

 a computer coupled to the gaming machine for tracking a player account associated with the player, the player account having an associated player account number; and,

 a database stored on the computer for storing electronic vouchers in a list separate from the player account, each electronic voucher having a parameter, each electronic voucher being a separate electronic record stored in the list in the database, the computer for assigning a first number of bonus points to a first electronic voucher, defining the parameter of the first electronic voucher as being one of cashable and non-cashable, and assigning the first electronic voucher to the player account by storing the player account number associated with the player's player account in the first electronic voucher, the computer allowing the player to convert at least a portion of the first number of bonus points to credits, ~~responsively redeeming the first electronic voucher~~, and downloading the converted credits to the gaming machine, for allowing the player to play the gaming machine using the downloaded credits, for creating a second electronic voucher containing the converted credits after the player stops playing the game and assigning the second electronic voucher to the player account by storing the player account number associated with the player's player account in the second electronic voucher, if the first number of bonus points was defined as non-cashable, the second electronic voucher having a first parameter and a second parameter, the first parameter of the second electronic voucher being defined as non-cashable and the

second parameter of the second electronic voucher being defined as the expiration date associated with the first electronic voucher, and for dispensing credits to the player after the player stops playing the game, if the first number of bonus points was defined as cashable.

109. (Previously Presented). A system, as set forth in claim 108, wherein the bonus points are incentive points.

110. (Cancelled).

111. (Cancelled).

112. (Previously Presented). A system, as set forth in claim 108, the gaming machine for displaying to the player a list of electronic vouchers and allowing the player to indicate at least one electronic voucher to download.

113. (Cancelled).

114. (Previously Presented). A system, as set forth in claim 108, the player account having a plurality of electronic vouchers, for displaying to the player a list of electronic vouchers assigned to the player account and allowing the player to indicate at least one electronic voucher to download.

115. (Previously Presented). A system, as set forth in claim 108, the player account having a plurality of electronic vouchers, the gaming machine for displaying to the player a list of electronic vouchers available for download, and allowing the player to indicate at least one electronic voucher to download, the computer for converting bonus

points associated with the at least one electronic voucher to credits and downloading the credits to the gaming machine.

116. (Previously Presented). A system, as set forth in claim 115, wherein the player is identified using at least one of a player tracking identification card and a player tracking identification number.

117. (Cancelled).

118. (Cancelled).

119. (Previously Presented). A system, as set forth in claim 108, the gaming machine having a player tracking device, the computer for converting the first number of bonus points to a first number of credits, and downloading the first number of credits to the player tracking device.

120. (Previously Presented). A system, as set forth in claim 108, the gaming machine having a credit meter for tracking available credits for play of the gaming machine by the player, the computer for converting the first number of bonus points to a first number of credits, and downloading the first number of credits to the credit meter.

121. (Previously Presented). A system, as set forth in claim 108, the gaming machine having a credit meter for tracking available credits for play of the gaming machine by the player, the computer for designating the first electronic voucher as one of lump-sum

and pay for play and converting the first number of bonus points to credits and downloading the credits to the credit meter if the first electronic voucher is designated as lump-sum.

122. (Previously Presented). A system, as set forth in claim 108, the gaming machine having a player tracking device coupled to the computer and a credit meter for tracking available credits for play of the gaming machine by the player, the gaming machine being capable of accepting a variable wager, the variable wager having a maximum wager value, the computer for converting the first number of bonus points associated with the first electronic voucher to a first number of credits, and downloading the first number of credits to the player tracking device, the gaming machine for allowing the player to place a wager, playing the gaming machine, decrementing the wager from the credit meter, decrementing the maximum wager from the player tracking device, and crediting the maximum wager to the credit meter.

123. (Previously Presented). A system, as set forth in claim 108, the gaming machine having a player tracking device coupled to the computer and a credit meter for tracking available credits for play of the gaming machine by the player, the gaming machine being capable of accepting a variable wager, the computer for converting the first number of bonus points associated with the first electronic voucher to a first number of credits, and downloading the first number of credits to the player tracking device, the gaming machine for allowing the player to place a wager, playing the gaming machine, and if a total of the player's wagers is greater or equal to a predetermined threshold, decrementing the

predetermined threshold from the player tracking device, and crediting the predetermined threshold to the credit meter.

Claims 124-140. (Cancelled).

141. (Previously Presented). A method, as set forth in claim 39, including the steps of:

assigning a second number of bonus points to a second electronic voucher;
defining the parameter of the second voucher as being one of cashable and non-cashable; and,
assigning the second electronic voucher to the player account.

142. (Previously Presented). A method, as set forth in claim 141, wherein the player account has an associated account number, wherein the player account and the electronic vouchers are stored in a database, the method including the steps of:

storing the first and second electronic vouchers in a list of vouchers in the database, the list being separate from the player account; and,
storing the account number of the player account in each of the first and second electronic vouchers.

143. (Previously Presented). A method, as set forth in claim 39, including the steps of:

assigning a second number of bonus points to a second electronic voucher;

defining the parameter of second electronic voucher as being one of cashable and non-cashable; and,

assigning the second electronic voucher to a second player account associated with a second player.

144. (Previously Presented). A method, as set forth in claim 143, wherein the player account has an associated account number and the second player account has an associated second account number, wherein the player accounts and the electronic vouchers are stored in a database, the method including the steps of:

storing the first and second electronic vouchers in a list of electronic vouchers in the database, the list being separate from the player accounts;

storing the account number of the player account in the first electronic voucher; and,

storing the account number of the second player account in the second electronic voucher.

145. (Previously Presented). A system, as set forth in claim 108, the computer for assigning a second number of bonus points to a second electronic voucher, defining the parameter of the second electronic voucher as being one of cashable and non-cashable, and assigning the second electronic voucher to the player account.

146. (Previously Presented). A system, as set forth in claim 145, wherein the player account has an associated account number, wherein the player account and the electronic vouchers are stored in a database, the computer for storing the first and second electronic vouchers in a list of electronic vouchers in the database and storing the account

number of the player account in each of the first and second vouchers, where the list is separate from the player account in the database.

147. (Previously Presented). A system, as set forth in claim 108, the computer for assigning a second number of bonus points to a second electronic voucher, defining the parameter of second electronic voucher as being one of cashable and non-cashable, and assigning the second electronic voucher to a second player account associated with a second player.

148. (Previously Presented). A system, as set forth in claim 147, wherein the player account has an associated account number and the second player account has an associated second account number, and wherein the player accounts and the electronic vouchers are stored in a database, the computer for storing the first and second electronic vouchers in a list of electronic vouchers in the database, storing the account number of the player account in the first electronic voucher, and storing the account number of the second player account in the second voucher, wherein the list is separate from the player accounts in the database.